AGB-A5NE-USA

DESCRIPTION OF THE PROPERTY OF T

INSTRUCTION BOOKLET

Nintendo

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop
 playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and enertainment value. Always look for this seal when buying games and accessories Official to ensure complete Nintendo compatibility with

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your Nintendo product.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

Seal of Quality

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

kong-tents

Simian Story	6	Ape-bilities	14
Monkey Menu	8	Barrels Full of	16
Getting Around	9	The Kong Krew	18
World Map Menu	10	Amiable Animals	20
Kong-trois	11	Baddies	22
Game Screen	12	Extras	24
Kong Kollectibles	13	Linking Instructions	28

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529.

This may be a long distance call, so please ask permission from whomever pays the phone bill.

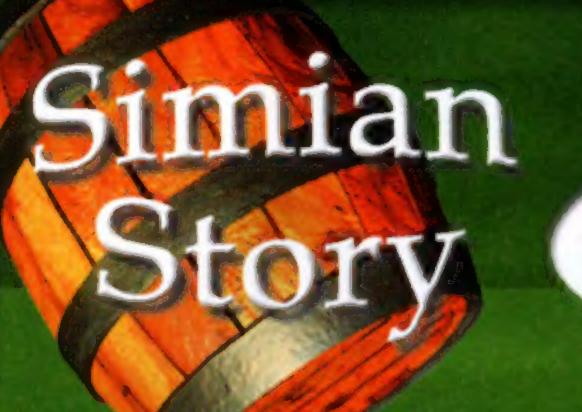
Rather talk with a game counselor?

1-800-521-0900

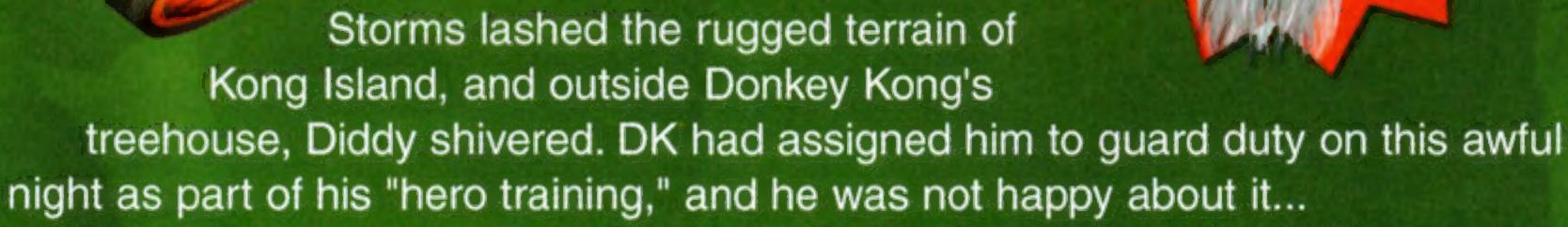
Available in U.S. and Canada - \$1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



What? This old chestnut again? Even I'm fed up of hearing it by now!



But a rustling in the undergrowth soon brought him out of his reverie.

"W-w-who goes there?!?" Diddy called. There was no answer but the flashing of reptilian eyes, claws and teeth. Diddy somersaulted into the fray but was quickly overcome by the weight of many scaly assailants.

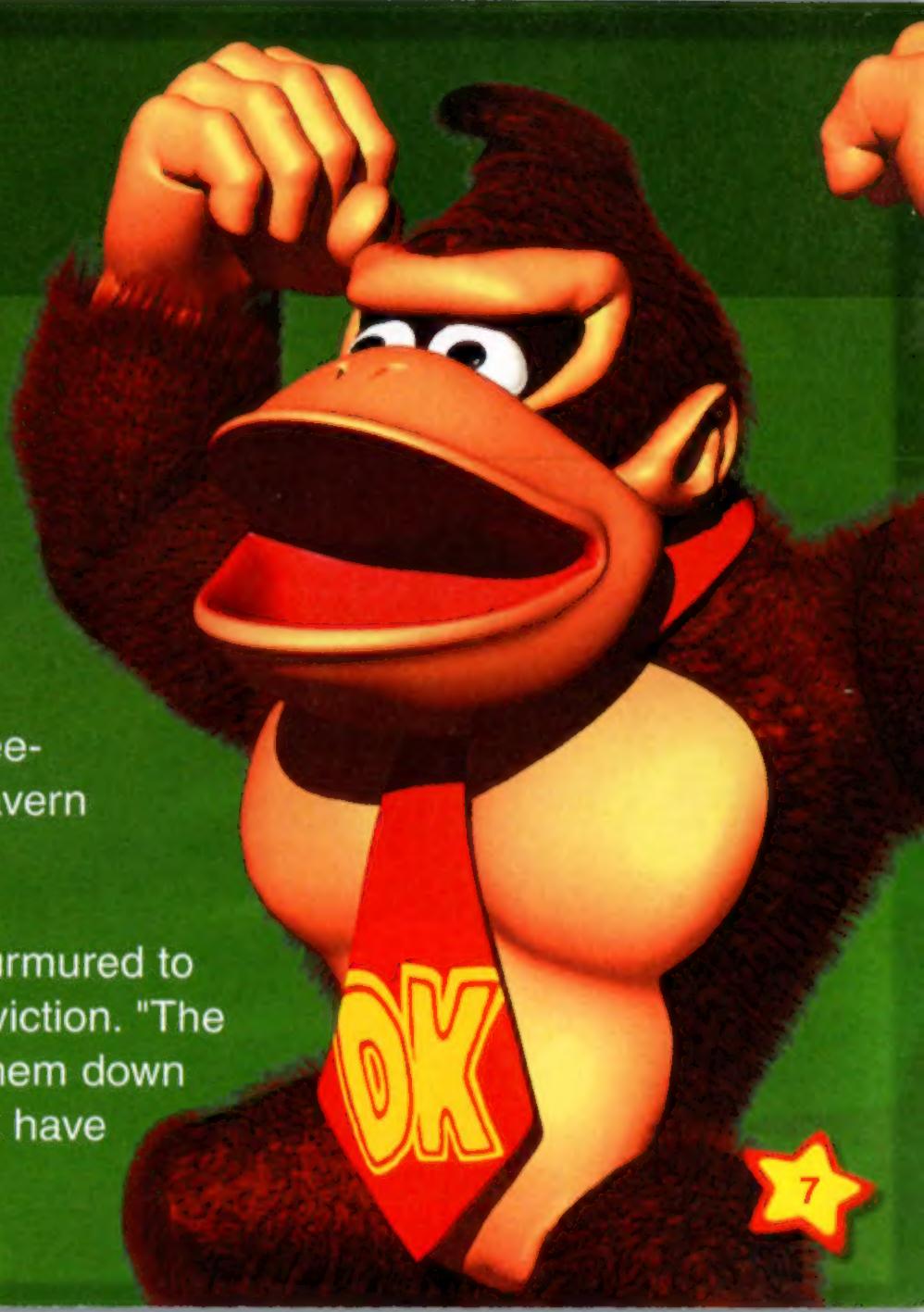
"It'sss the sssmall one... Ssseal him inssside thisss barrel and tosss it into the bussshesss... Donkey Kong'sss bananasss are oursss!" came a sinister voice.

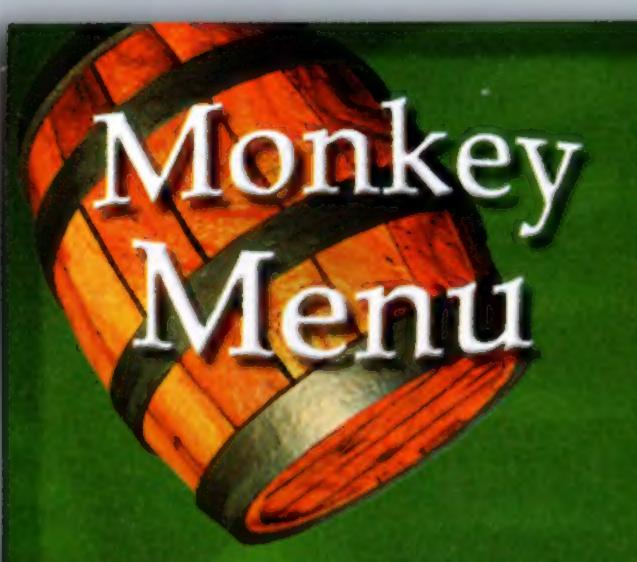


The next morning, Donkey Kong awoke to the familiar rasping voice of Cranky Kong. "Take a look inside your banana cave," Cranky cackled from outside his treehouse. "You're in for a big surprise!"

Donkey's mind raced as he vaulted to the cave and peered inside. Instead of the dull golden glow of thousands of bananas, there were only a few discarded peels. These had been trampled into the dirt by hundreds of reptilian feet, judging from the many three-toed footprints that covered the damp cavern floor. But what about...

"Diddy... gone... my little buddy..." DK murmured to himself. He was suddenly filled with conviction. "The Kremlings will pay!" he raged. "I'll hunt them down through every corner of my island, until I have every last banana from my hoard back!"





Insert your Donkey Kong Country Game Pak into your Game Boy® Advance system, then turn the power ON. When you reach the title screen, press START.

On the main menu, press Up and Down on the + Control Pad to cycle through the available options, then press the A Button to select one.

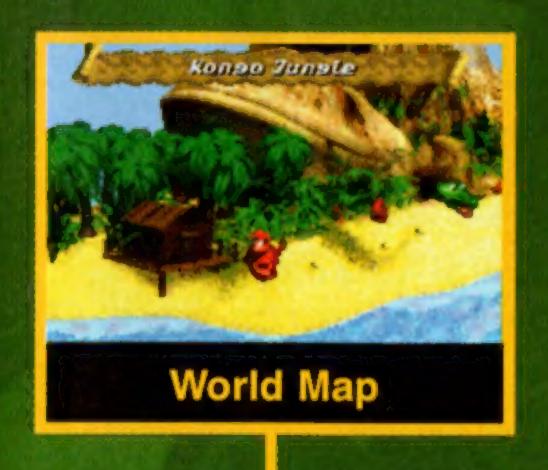


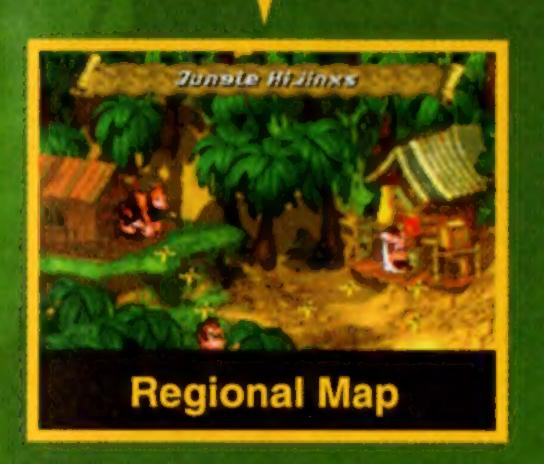
START: Begin the main game with one or two players.

DK ATTACK: Race against the clock and try to accumulate high scores (only available once the levels are unlocked in the main game).



EXTRAS: Play Funky's Fishing and Candy's Dance game, either solo or against a friend (using a Game Boy Advance Game Link® cable-sold separately).





Choose START from the main menu and select one of the three available save files. Next, decide between one or two players.

One-Player Mode

A single player tackles the entire quest alone, controlling both Donkey Kong and Diddy Kong.

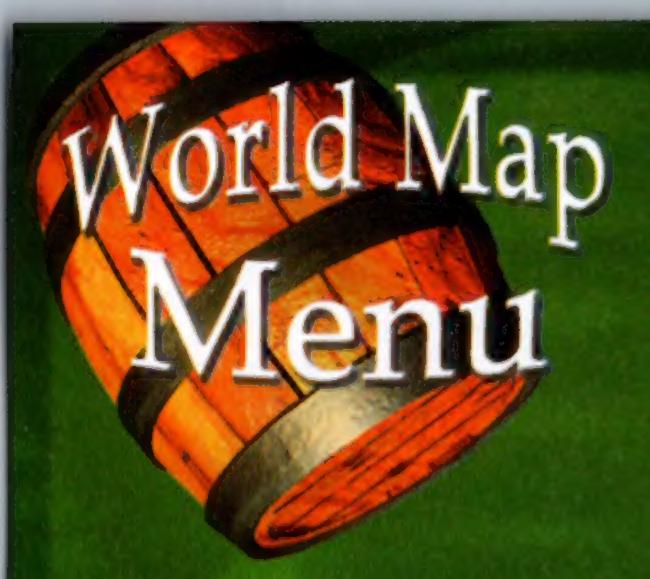
Two-Player Mode

One player takes control of Donkey Kong while the other handles Diddy Kong. The game pauses when one character loses a life so that the GBA can be passed to the other player and the quest continued.

After entering your name and selecting END, a short intro sequence will lead you into a map of Donkey Kong Country. Use the + Control Pad to move your character around, and press the A Button to select a destination. Each level must be completed before you can move on to the next.



Getting



To access the World Map menu, press the START Button. Use the + Control Pad and A Button to select an option.

Save: This is the only way to save your progress.

Funky: This option will become available once you

have spoken to Funky.

Scrap Book: An empty book, yet to be filled.

Level Stats: A breakdown of each level and the items

discovered so far.

Quit Current Game

From the World Map menu, you may quit the game and return to the title screen by pressing SELECT. You will be given the chance to save your game first.

Global Save Data Erase

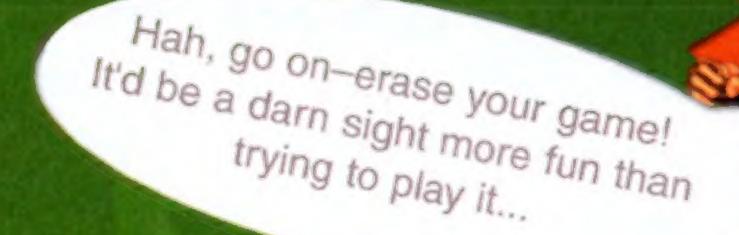
It is possible to clear the Game Pak memory completely, though be warned that doing so will erase ALL game data including high scores.

To activate, first hold down the L and

R Buttons, then press START and

the A Button. This must be

done from the save file selection screen.





L BUTTON

In-game: Switch characters or dismount animal buddy

START

Menus: Make a selection | Call up World Map menu (or World Maps priv) In-game: Pause





GAME BOY NEWANICE

R BUTTON

In-game: Run

A BUTTON

Menus: Make a selection In-game: Jump / Swim

BBUTTON

Menus: Cancel a selection

In-game: Run / Attack / Pick up barrel

(release to throw barrel)

+ CONTROL PAD

START

SELECT (

Menus: Scroll through selections in-game: Move your character

SELECT

Menus: Quit

In-game: Switch characters

or dismount animal buddy

Press START than
SELECT to exit a level that
you have proviously
housing and return
to the map

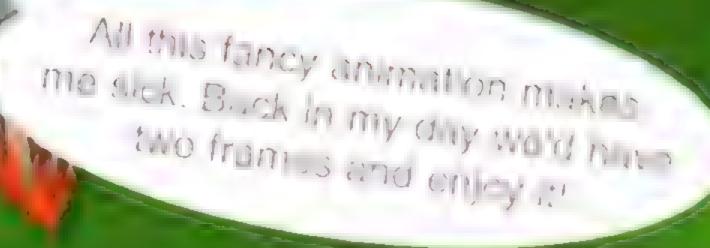
Game Screen

BANANA COUNTER



K-O-N-G LETTER

LIFE COUNTER



BUDDY BARREL



CAMERA:

Uncover these hidden items with stomps, jumps or hand slaps, then check out the scrap book.



Grab 100 of these to earn an extra life A banana bunch is worth 10 bananas.





lives by collecting balloons. Red balloons are worth one extra life, green are worth two, and blue will give you three.

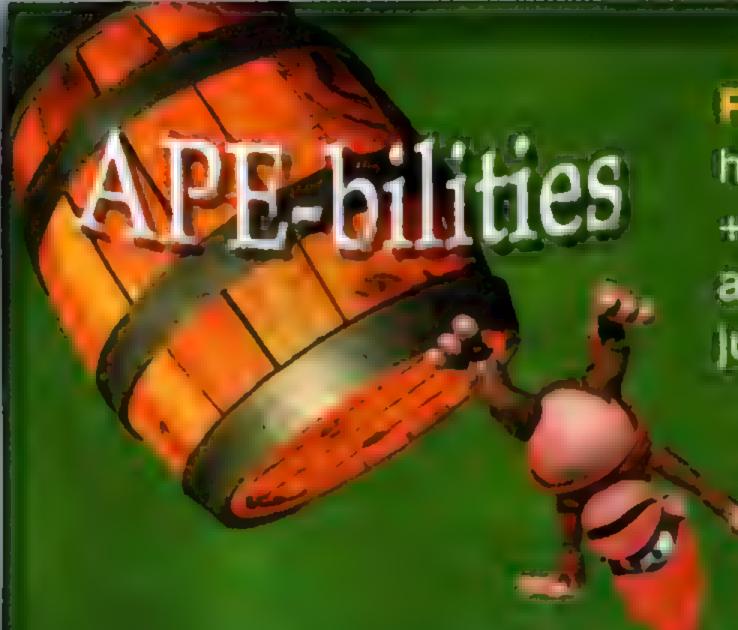


LETTERS: Find all four letters on a single level to receive an extra life.

ANIMAL TOKENS:

Collect three of a kind to play a bonus level and possibly win lots of extra lives.





HUN: Press the B or R Button while holding down a direction on the # Control Pad to run. You'll get around faster this way, and you'll jump further if you get a running start.

BARREL ROLL / CARTWHEEL ATTACK

Press the B Button to perform the Kongs' signature attacks.

THROW BARRELS: Press the B Button while standing beside a barrel to pick it up. Hold the B Button to carry it around with you, then release the button to throw it. To set the barrel down gently, press Down on the + Control Pad when you release the B Button.

TAG TEAM: Break open a Buddy Barrel to have one Kong follow while you play with the other. When the Kong in action gets hit by an enemy, the other will immediately jump in to take his place. Press the L Button to manually switch between them during the game.





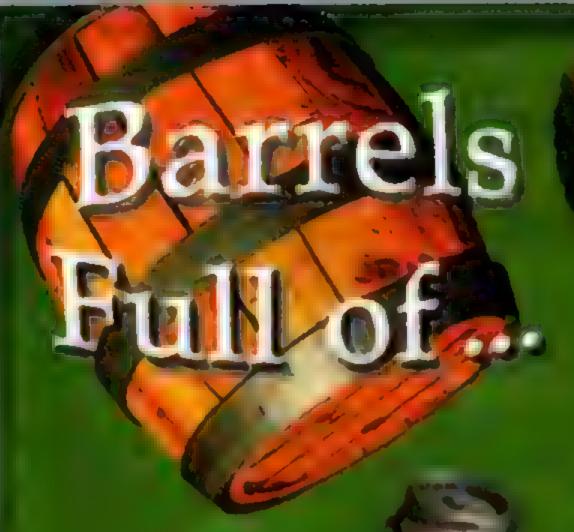
SWING: Simply jump onto a vine and you'll automatically grab hold of it. Press the A Button to jump off, but be careful where you land!

JUMP: When you're on land or swinging from a vine press the A Button to jump. You can get rid of most baddies by bouncing on their heads. You can also use the + Control Pad to change direction slightly in mid-air.



SWIM: When underwater press
Left and Right on the + Control
Pad to swim left and right. Press
the B Button to swim upward
Press Down on the + Control
Pad to increase dive speed







WOODEN BARRELS: Use regular barrels to knock out enemies or uncover secret bonus areas



VINE BARRELS: Similar to regular barrels, but one knock will cause a vine barrel to shatter





TNT BARRELS: Throw one of these powder kegs and the resulting explosion will harm any nearby baddies



BUDDY BARRELS: Break one of these to keep the other Kong ready and waiting. He'll take over when your current Kong takes a hill or you can press the L Button to swap them at any time.



CONTINUE BARRELS: Break open a star-spangled Continue Barrel to restart at that location the next time you lose a life.



BARREL CANNONS: Leap into a Barrel Cannon to get launched into the air. Those marked with an explosion symbol will fire automatically, while others will require a press of the A Button to launch. You'll also find some Barrel Cannons that move, so be sure to time your shots carefully.





BONUS BARRELS: Hidden deep within the levels, these barrels unlock great rewards.

warp sou through the level at light speed.





STOP & GO BARRELS:

Found on Stop & Go Station one touch of these barrels will stop a Rock Kroc in its tracks.

ON & OFF BARRELS:

These barrels litter the Loopy Lights level. Hit one to light up the area



FISHING BARRELS: Jump into this barrel to be transported to the open seas.



So where's the Quit Barrel to get you out of this sorry excuse for a game?

in to hook up with Candy in her new dance game.





DONKEY KONG

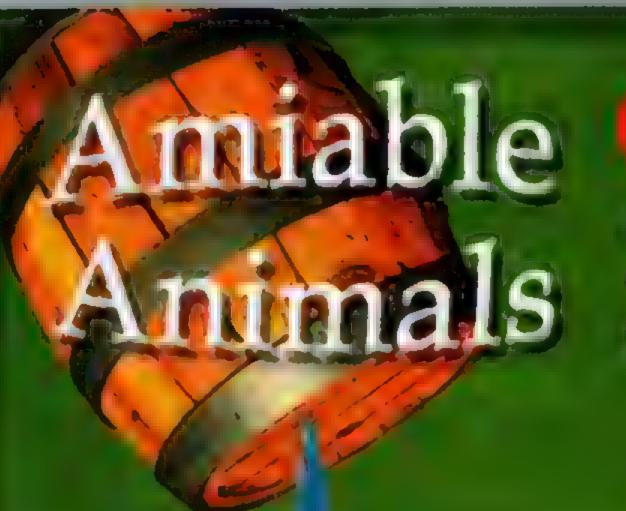
The king of swing... The thrilla gorilla... The prime primate... It's Donkey Kong!

DIDDY KONG

Diddy's goat in life is to be a big-shot video game star, just like DK. With his speed and agility, he'll get there in no time!







ANIMAL CRATES

Jump into a crate to get a little help from an animal friend. Press the L Button to return control to your Kong.

WINKY THE FROG

If you press the A Button, Winky can out-jump any other animal friend plus his powerful legs can take out some of the toughest enemies.



Rambi can charge straight through any enemy in his pain. Blad down the B o- R Button to make him run and press the A Button to make him pump over pits and calls the is also useful for breaking nio some bonus levels

ENGUARDE THE SWORDFISH

Press the A Bullion to charge into energies with Engineeric Sword nose, taking our moss imagerwater OKIDOHE'S



SQUAWKS THE PARROT

You'll find this helpful bird in only one place - the deepest, darkest cave level. He'll help guide you through the area with his flashlight.



EXPRESSO THE OSTRICH

Though he can't really fly, pressing the A Button allows Expresso to make a long jump. Tap the A Button to flap his wings in mid-air. He can also run faster than any other animal friend when you hold down the B or R Button. Smaller enemies will pass beneath him, but be warned that he isn't strong enough to jumpattack the larger ones.







DK ATTACK

An all-new DKC challenge, use the Kongs to race through the levels before the one-minute time limit elapses.



Everything collected or defeated will add to your score, so go all-out to achieve the highest possible totals and gain the medals.

BONUS GAMES

You can play any of the bonus games alone or against a friend. To start a game, highlight EXTRAS on the main menu and choose either Funky's Fishing or Candy's Dance either Funky's Fishing or Candy's Dance Studio. Now select either one or two players. To play against a friend, connect two Game Boy Advance units using a Game Boy Advance units using a Game Boy Advance Systems, see page 28.

FUNKY'S FISHING

Try to achieve a high score by hooking as much sea life as possible before the time runs out. Gain extra time by hooking multiples of the same-colored fish.



CONTROLS:

- Control Pad:

Left and Right - Move Enguarde across the surface of the water

Up and Down - Adjust the height of the hook in the water

A Button: Hook the fish

B Button: Activate combo bar (multiplayer only)

L Button: No action

R Button: No action

START Pause the game

SELECT: Quit to title screen (when paused)

Two-Player Modes:

3 Minutes: Try to achieve a higher score than your

opponent before the three minutes are up.

5 Minutes: Try to achieve a higher score than your

opponent before the five minutes are up

Endurance: Battle if out with your opponent to decide

a clear winner.

Combo Bar (multiplayer only):

At the bottom of the screen is a combo bar, which will increase with each combo executed. This will allow you to drop trash into your opponent's boat, reducing their score/time (depending on play mode). If you are feeling less hostile you can choose to award yourself extra points or time.



Combas? Malty layer cytions?

Hidden extras? You youngstrus

are so shallow!

CANDY'S DANCE STUDIO

Try to keep up with Candy in her latest dance routines. Follow the instructions that scroll across the top of the screen

CONTROLS:

Control Pad Perform dance move

A Button Perform dance move

B Button Perform dance move

L Button Perform dance move

R Button: Perform dance move

START Pause the game

SELECT Quit to title screen (when paused)

Two-Player Mode

Take part in a dramatic dance-off against your opponent and score points by performing to the best of your ability. The player with the higher score at the end of the game wins!

TOP TIP: Getting Perfect will give you a head start





Using the Game Boy Advance Game Link® Cable

Here's all of the information you need to link multiple Game Boy Advance systems.

Necessary Equipment

- · Game Boy Advance systems: One per player
- · Donkey Kong Country Game Paks: One per player
- · Game Boy Advance Game Link cables: One

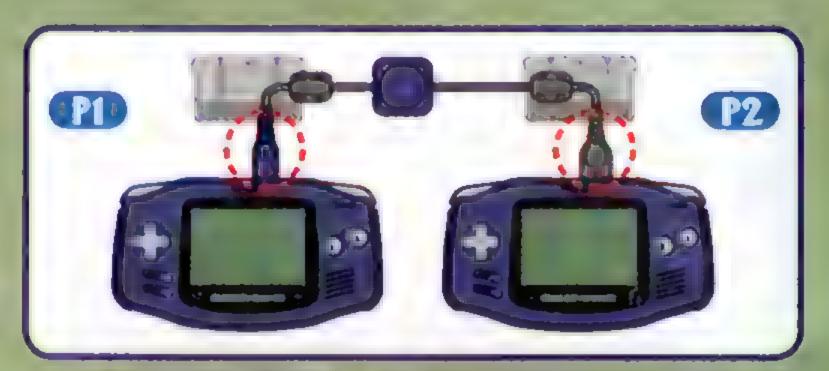
Linking Instructions

- 1. Make sure that the power on all of the game systems is turned off, then insert the Donkey Kong Country Game Paks into the individual Game Pak slots.
- 2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
- 3. Turn both game systems on.

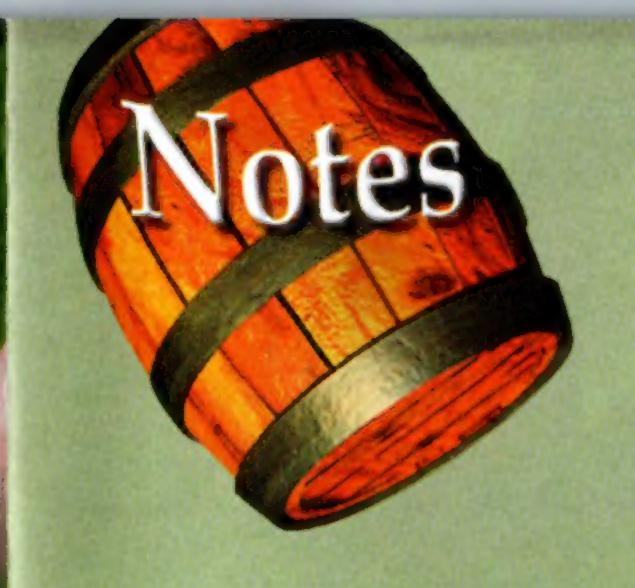
Troubleshooting

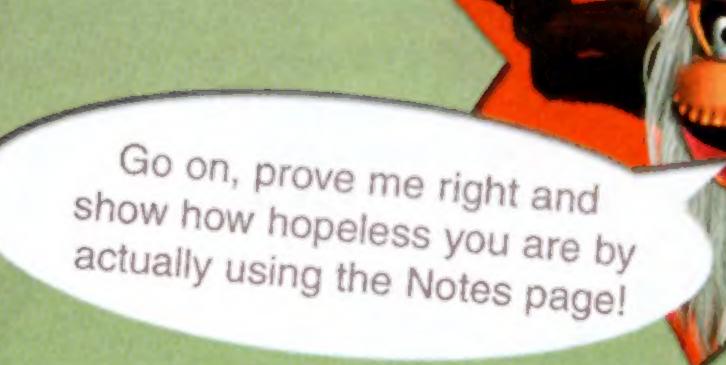
You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than two Game Boy Advance systems are linked.



Player One will be the player with the smaller end of the cable connected to his Game Boy Advance.





IMPORTANT REV-C

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Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province. Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA, 98073-0957, U.S.A.

This warranty is only valid in the United States and Canada.

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